Claims

What is claimed is:

1. A method, comprising:

enabling execution of a first application on a master device by allocating a master license and at least one shareable license to the master device; and

enabling execution of a second application on a shareable device by executing the first application on the master device and by allocating the shareable license to the shareable device.

2. The method of claim 1, further comprising:

allocating a plurality of shareable licenses including the shareable license to the master device.

3. The method of claim 2, further comprising:

allocating the plurality of shareable licenses to a corresponding plurality of shareable devices.

4. The method of claim 1, further comprising:

receiving a query at the master device to determine current execution of the first application.

5. The method of claim 1, further comprising:

receiving a response at the shareable device to verify the current execution of the first application.

6. The method of claim 1, further comprising:

terminating the execution of the second application on the shareable device after failing to receive a response verifying current execution of the first application on the master device.

7. The method of claim 1, further comprising:

discovering the existence of the master device and the first application by the shareable device; and

receiving the second application by the shareable device.

8. An article comprising a machine-accessible medium having associated data, wherein the data, when accessed, results in a machine performing:

enabling execution of an application on a master device by allocating a master license and at least one shareable license to the master device; and

enabling execution of the application on a shareable device for a selected time period by allocating the shareable license to the shareable device.

9. The article of claim 8, wherein enabling the execution of the application on the master device further includes:

storing a master license code associated with the master license in the master device; and

storing a shareable license code associated with the shareable license in the shareable device.

10. The article of claim 8, wherein enabling the execution of the application on the master device further includes:

augmenting the application to include an application code to check against a master license code stored in the master device.

11. The article of claim 8, wherein the data, when accessed, results in the machine performing:

receiving an option to upgrade the shareable device to operate as a second master device.

12. The article of claim 8, wherein the data, when accessed, results in the machine performing:

terminating execution of the application on the shareable device by revoking the shareable license.

13. An apparatus, comprising:

a first memory included in a master device to store a first code to check against a second code included in an application, wherein a positive comparison between the first and the second codes enables execution of the application on the master device; and

a second memory included in the master device to store a shareable code allocatable to a shareable device to enable execution of the application on the shareable device.

14. The apparatus of claim 13, further comprising:

a comparison module included in the master device to compare the first and second codes.

15. The apparatus of claim 13, wherein the first memory is a one-time programmable memory.

16. A system, comprising:

a content server including an application associated with a master code included in a master device and a selected number of shareable codes to enable

concurrent execution of the application on a master device and a number of shareable devices up to the selected number; and

a wireless interface coupled to the content server.

17. The system of claim 16, further comprising:

the master device to receive the application and the master code from the content server.

18. The system of claim 16, wherein the master device comprises a wireless communication device.

19. A method, comprising:

issuing a master license associated with an application to a master device; and

issuing a plurality of shareable licenses associated with the application to the master device.

20. The method of claim 19, further including:

conducting a subscription transaction associated with the master license and the application prior to issuing the master license.

21. The method of claim 19, further including:

conducting a second subscription transaction associated with the master license and the application prior to issuing a second plurality of shareable licenses associated with the application to the master device.

22. The method of claim 19, wherein issuing the plurality of shareable licenses associated with the application to the master device includes:

enabling the master device to control execution of the application on a number of shareable devices corresponding to the plurality of shareable licenses.

23. An apparatus comprising:

a memory to store an application, a master license, and a plurality of shareable licenses;

a processor, coupled to the memory, to execute the application; and

a wireless interface, coupled to the processor, to transmit the application and a shareable license included in the plurality of shareable licenses to a wireless apparatus.

24. The apparatus of claim 23, further comprising:

a module to limit the plurality of shareable licenses to a selected number.

25. The apparatus of claim 23, wherein the application comprises a second code, further comprising:

a one-time programmable memory to store a first code; and

a comparison module to compare the first code with the second code.

26. The apparatus of claim 25, wherein the processor is to execute the application only if the first code matches the second code.

27. The apparatus of claim 23, further comprising:

a one-time programmable memory to store a code.

28. The apparatus of claim 27, wherein the code comprises a gate-keeper code.

29. The apparatus of claim 23, wherein the application comprises a game.

30. An apparatus comprising:

a wireless interface;

a control module, coupled to the wireless interface, to receive an authorization from a wireless apparatus; and

a processor, coupled to the control module, to execute an application if and only if the authorization is received by the control module.

31. The apparatus of claim 30, wherein the authorization comprises a shareable license.

32. The apparatus of claim 30, wherein the authorization comprises a shareable license emanating from the wireless apparatus, wherein the wireless apparatus includes a master license.

33. The apparatus of claim 32, wherein the shareable license is one of a selected number of shareable licenses allocated to the wireless apparatus.

34. The apparatus of claim 30, wherein the application comprises a game.

35. A server comprising:

a wireless interface to communicate with a wireless apparatus;

a control module, coupled to the wireless interface, to evaluate a request from the wireless apparatus and to transmit an application to the wireless apparatus, along with a master license and at least one shareable licenses.

36. The server of claim 35, wherein the application comprises a multi-player game.

37. The server of claim 35, wherein the control module is to transmit a plurality of shareable licenses, including the at least one shareable license, to the wireless apparatus.